

NOTICES OF FINAL RULEMAKING

The Administrative Procedure Act requires the publication of the final rules of the state's agencies. Final rules are those which have appeared in the *Register* first as proposed rules and have been through the formal rulemaking process including approval by the Governor's Regulatory Review Council. The Secretary of State shall publish the notice along with the Preamble and the full text in the next available issue of the *Arizona Administrative Register* after the final rules have been submitted for filing and publication.

NOTICE OF FINAL RULEMAKING

TITLE 19. ALCOHOL, HORSE AND DOG RACING, LOTTERY, AND GAMING

CHAPTER 3. ARIZONA STATE LOTTERY COMMISSION

PREAMBLE

1. **Sections Affected**

R19-3-312	<u>Rulemaking Action</u>
R19-3-313	New Section
	New Section
2. **The specific authority for the rulemaking, including both the authorizing statute (general) and the statutes the rule are implementing (specific):**

Authorizing statute: A.R.S. § 5-504(B)
Implementing statute: A.R.S. § 5-504(B)
3. **The effective date of the rules:**

May 13, 1996
4. **A list of all previous notices appearing in the Register addressing the final rule:**

Notice of Rulemaking Docket Opening:
2 A.A.R. 886, February 2, 1996

Notice of Proposed Rulemaking:
2 A.A.R. 1093, March 1, 1996
5. **The name and address of agency personnel with whom persons may communicate regarding the rulemaking:**

Name: Sandy Williams, Executive Director

Address: Arizona State Lottery Commission
4740 East University Drive
Phoenix, Arizona 85034

Telephone: (602) 921-4400
6. **An explanation of the rule, including the agency's reasons for initiating the rule:**

R19-3-312 and R19-3-313 set forth provisions unique to the conduct of the Arizona Lottery's instant games. The provisions of these rules are necessary to implement the requirements of A.R.S. § 5-504(B) which have not been specified generically in R19-3-301. The unique provisions described in these rules are the nature and location of play symbols, the ticket number, the validation code, the prize denominations, and the method of selecting a winning ticket.
7. **A showing of good cause why the rule is necessary to promote a statewide interest if the rule will diminish a previous grant of authority to a political subdivision of this state:**

Not applicable.
8. **The summary of the economic, small business, and consumer impact statement:**

These games will provide our players with a larger variety of instant games with a potential increase in sales. The only impact these rules have upon Lottery retailers is to specify how they determine if a ticket is a winning ticket and, if so, the prize amount.
9. **A description of the changes between the proposed rules, including supplemental notices, and final rules (if applicable):**

R19-3-312 ("Five Card Stud"):

(E)(1) "\$300" was changed to read "\$100 + \$100 + \$100".

R19-3-313 ("Bowling for Bucks"):

(F) "The retailer validation code verifies instant winners of \$1, \$2, \$5, \$10, \$20, \$50, \$100, \$200, or \$300" was changed to read, "The retailer validation code verifies instant winners of \$1, \$2, \$5, \$10, \$20, \$100, \$200, \$300, or Bowl Free."

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(G) "\$1,000 (one thousand dollars) or" was changed to read "\$1,000 (one thousand dollars)". Also, "BOWL FREE = one free game of bowling" was changed to read "BOWL FREE = one free game of bowling at participating bowling lanes; or".

10. **A summary of the principal comments and the agency response to them:**
No comments were received by the agency.
11. **Any other matters prescribed by statute that are applicable to the specific agency or to any specific rule or class of rules:**
Not applicable.
12. **Incorporations by reference and their locations in the rules:**
None.
13. **Was this rule previously adopted as an emergency rule?**
No.
14. **The full text of the rules follows:**

TITLE 19. ALCOHOL, HORSE AND DOG RACING, LOTTERY, AND GAMING

CHAPTER 3. ARIZONA STATE LOTTERY COMMISSION

ARTICLE 3. INSTANT LOTTERY GAMES

Section

R19-3-312. "Five Card Stud"

R19-3-313. "Bowling for Bucks"

ARTICLE 3. INSTANT LOTTERY GAMES

R19-3-312. "Five Card Stud"

- A.** Five play symbols, which are contiguous to each other in 3 rows, appear under the latex in the play area located on the right side on the front of the ticket with the words, "YOUR HANDS" printed above. The play symbol captions correspond with and verify the play symbols as follows:



- B.** To the right of the play symbols, 3 prize symbols appear in a vertical row with "PRIZE" printed above. The play symbol captions correspond with and verify the play symbols as follows:

\$1	=	ONEDOL	\$25	=	TWFDOL
\$2	=	TWODOL	\$50	=	FTYDOL
\$5	=	FIVEDOL	\$100	=	ONEHUND
\$10	=	TENDOL	\$1,000	=	ONETHOU

- C.** The pack-ticket number begins with 000001. The pack-ticket number is located in the lower-left side on the back of the ticket.
- D.** The retailer validation code verifies instant winners of \$1, \$2, \$5, \$10, \$20, \$25, \$50, \$100, and \$300 tickets. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE	=	\$1	TWY	=	\$20
TWO	=	\$2	TWF	=	\$25
FIV	=	\$5	FFY	=	\$50
TEN	=	\$10	ONH	=	\$100
			TRN	=	\$300

- E.** A prize winner is the "FIVE CARD STUD" instant game is determined by removing the latex from the play area on the front of the ticket to determine the 5 play symbols in "HAND 1", "HAND 2", and "HAND 3." Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such.

1. If the ticket owner matches 2 like play symbols in either

"HAND 1", "HAND 2", or "HAND 3", the player will receive 1 of the following prizes in the columns labeled "PRIZE" (a player may win up to 3 times per ticket):

\$1	=	\$1 (one dollar) or
\$1 + \$1	=	\$2 (two dollars) or
\$2	=	\$2 (two dollars) or
\$2 + \$2 + \$1	=	\$5 (five dollars) or
\$5	=	\$5 (five dollars) or
\$5 + \$5	=	\$10 (ten dollars) or
\$10 + \$10 + \$5	=	\$25 (twenty-five dollars) or
\$50	=	\$50 (fifty dollars) or
\$100 + \$100 + \$100	=	\$300 (three hundred dollars) or

2. If a player receives 3 like play symbols in either "HAND 1", "HAND 2", or "HAND 3", the amount in the "PRIZE" column will be doubled. The following prizes may be won (a player may win up to 3 times per ticket):

\$1 (double)	=	\$2 (two dollars) or
\$5 (double)	=	\$10 (ten dollars) or
\$10 (double)	=	\$20 (twenty dollars) or
\$25 (double)	=	\$50 (fifty dollars) or
\$50 (double)	=	\$100 (one hundred dollars) or
\$1,000 (double)	=	\$2,000 (two thousand dollars)

R19-3-313. "Bowling For Bucks"

- A.** Three play symbols appear in a column under the latex in the play area located on the right portion of the ticket with the words "YOUR SCORE" printed above. Play symbol captions correspond with and verify each of the play symbols as follows:

140	=	HNFRTY	200	=	TWOHUN
142	=	HNFRTW	210	=	TWOTEN
145	=	HNFRTV	215	=	TWOTFN
146	=	HNFRSX	220	=	TWOTWY
149	=	HNFRTN	223	=	TWOTTR
150	=	HNFFTY	225	=	TWOTFV
154	=	HNFTFR	227	=	TWOTSV
156	=	HNFTSX	230	=	TWOTRY
160	=	HNSXTY	235	=	TWOTRV
180	=	HNEGTY	245	=	TWFRFV
185	=	HNETFV	250	=	TWOFY
187	=	HNETSV	256	=	TWOFVXS

- B.** Three play symbols appear in a column under the latex area located on the right portion of the ticket with the words "THEIR SCORE" printed above. Play symbol captions corre-

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spend with and verify each of the play symbols as follows:

140	=	HNFRTY	200	=	TWOHUN
142	=	HNFRTW	210	=	TWOTEN
145	=	HNFRTV	215	=	TWOFIN
146	=	HNFRSX	220	=	TWOTWY
149	=	HNFRTN	223	=	TWOTTR
150	=	HNFFTY	225	=	TWOTFV
154	=	HNFTFR	227	=	TWOTSV
156	=	HNFTSX	230	=	TWOTRY
160	=	HNSXTY	235	=	TWOTRV
180	=	HNEGTY	245	=	TWFRFV
185	=	HNETFV	250	=	TWOFTY
187	=	HNETSV	256	=	TWFSVX

C. A pack-ticket number beginning with 100001 is located in the lower-left portion on the back of the ticket.

D. Prize symbol captions correspond with and verify each of the prize symbols as follows:

Prize Symbol	Caption
\$1	ONEDOL
\$2	TWODOL
\$5	FIVEDOL
\$5	FIVEDOL
\$10	TENDOL
\$20	TWYDOL
\$100	ONEHUND
\$1,000	ONETHOUD

E. Beneath the 3 rows will be a "BONUS BOX" with 1 of the following symbols and captions:

BOWL FREE	=	ONE FREE GAME
TRY AGAIN	=	TRY AGAIN

F. The retailer validation code verifies instant winners of \$1, \$2, \$5, \$10, \$20, \$100, \$200, \$300, or Bowl Free. The retailer validation code which corresponds with and verifies each of these winners is as follows:

ONE	=	\$1	TWY	=	\$20
TWO	=	\$2	ONH	=	\$100
FIV	=	\$5	TWH	=	\$200

TEN	=	\$10	TRN	=	\$300
BOL	=	BOWL FREE			

G. A prize winner in the "BOWLING FOR BUCKS" instant game is determined by removing the latex from the play area on the front of the ticket to determine the 3 pairs of 2 play symbols. Neither the retailer validation code (or any portion thereof), the pack-ticket number (or any portion thereof), nor the validation number (or any portion thereof) are play symbols and are not usable or playable as such. If the ticket holder's "YOUR SCORE" beats "THEIR SCORE" in either "GAME 1", "GAME 2", or "GAME 3", the player wins the amount indicated in the "PRIZE" box. There may be 3 changes to win cash prizes on a ticket. The prizes are as follows:

\$1	=	\$1 (one dollar) or
\$1 + \$1	=	\$2 (two dollars) or
\$2	=	\$2 (two dollars) or
\$5	=	\$5 (five dollars) or
\$5 + \$5	=	\$10 (ten dollars) or
\$10	=	\$10 (ten dollars) or
\$10 + \$10	=	\$20 (twenty dollars) or
\$20	=	\$20 (twenty dollars) or
\$100	=	\$100 (one hundred dollars)
		or
\$100 + \$100	=	\$200 (two hundred dollars) or
		\$300 (three hundred dollars) or
\$100 + \$100 + \$100	=	\$1,000 (one thousand dollars)
\$1,000	=	\$1,000 (one thousand dollars)

BONUS BOX PRIZES

BOWL FREE	=	one free game of bowling at participating bowling lanes; or
TRY AGAIN	=	Non-winning ticket.